Human Design Limitations

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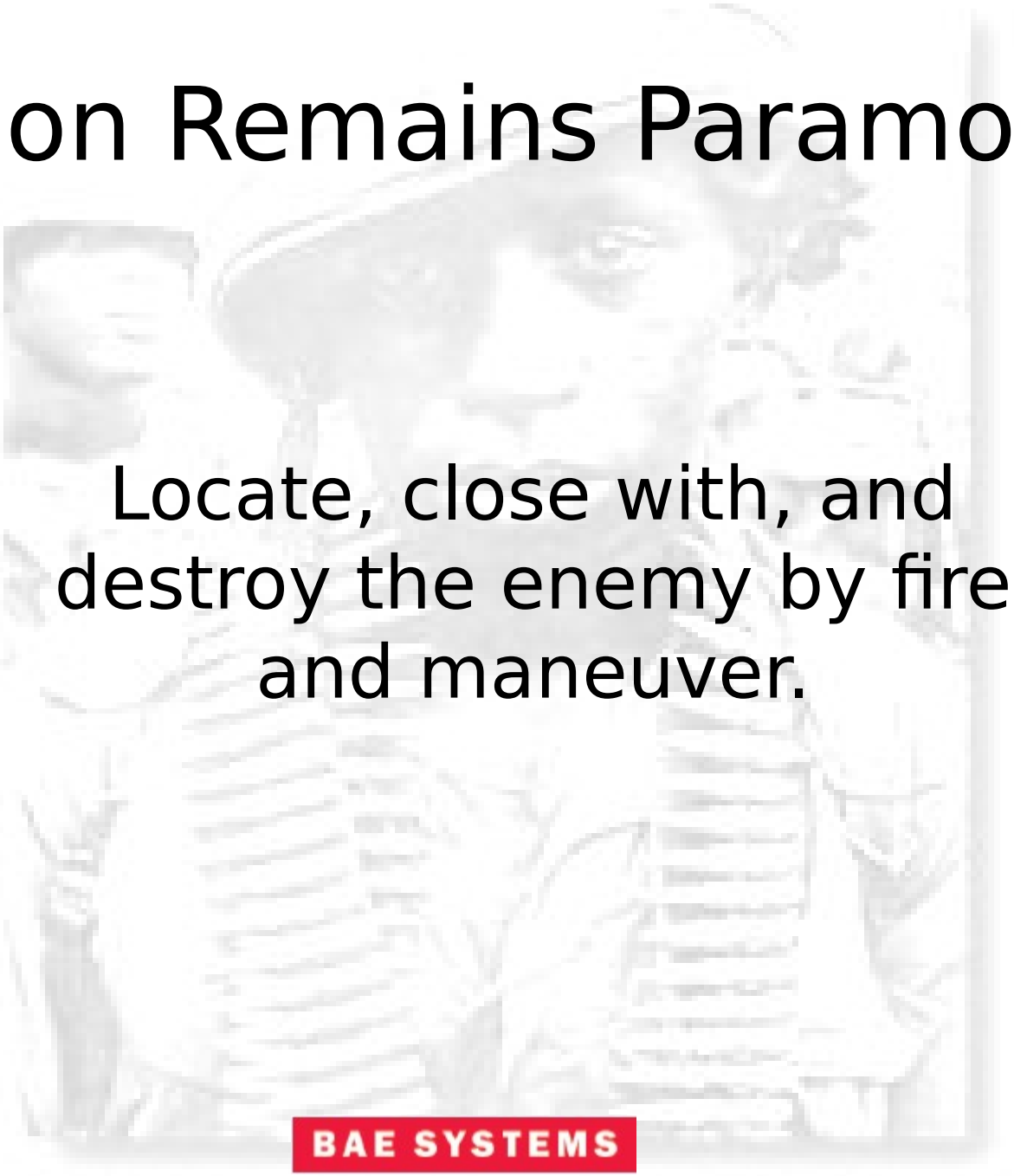
Mission Remains Paramount



Locate, close with, and destroy the enemy by fire and maneuver.

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The Elephant in the Room

- Army – 30,000 plus up in next two years
- “We have soldier overmatch...”

GEN R. Cody, USA

- “Individual soldier is at the heart of all this. We want to mitigate weaknesses and enhance strengths.”

MGEN R Applegate, UK

- “Individual soldier is THE most employed and deployed combat system in the US Army.”

BGEN J. Moran

- Natick Vision Essential principles includes being guided by human performance-centric design.

Phillip Brandler, Director Natick Soldier Center

- Future Force Warrior Hallmarks includes goal of maximizing human performance by delivering systems within size, weight, power, and cost constraints.

Carol Fitzgerald, FFW ATD PM

“More U.S. Soldiers Survive War Wounds”

Associated Press 9 Dec 2004

“Homeless Iraq Vets Showing Up At Shelters”

United Press International, 7 Dec 2004

“Army Guard Misses Recruiting Goal”

USA Today, 23 Nov 2004

“Former GI’s, Ordered to War, Fight Not to Go”

New York Times, 16 Nov 2004

“Combat Tours May Be Cut In Half”

International Herald Tribune, 29 Sep 2004

“Strained Army National Guard Having Tough Time Recruiting”

USA TODAY, 20 July 2004

“Treatment Available To Troops Suffering From Combat Stress”

American Forces Press Service, 14 July 2004

“THE PRICE OF VALOR: We Train Our Soldiers To Kill For Us. Afterward, They’re On Their Own.”

The New Yorker, 12 Jul 2004

“Families Share The Ache Of War”

Kansas City (Mo.) Star, 10 Jul 2004

“In Abuse, A Betrayal of Ill Prepared, Overwhelmed GI’s”

New York Times, 9 May 2004

“Troubled Soldiers Keep Quiet”

USA Today, 30 Oct 2002

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FM 22-51 - LEADERS' MANUAL FOR COMBAT STRESS CONTROL

1-6. The Potential High-Tech Battlefield

"The emergence of new technologies has significantly increased the range of weapons, reduced reaction time, and changed conditions over which battles are fought. This new technology has the potential to exceed the capacity of human crews to fight."

"Future combat will strain human endurance to unprecedented levels. Failure to consider the human factors in an environment of increased lethality and uncertainty could cause a nation's concept of warfare to be irrelevant."

"These conditions will tend to neutralize the potential gains of new war-fighting technologies"

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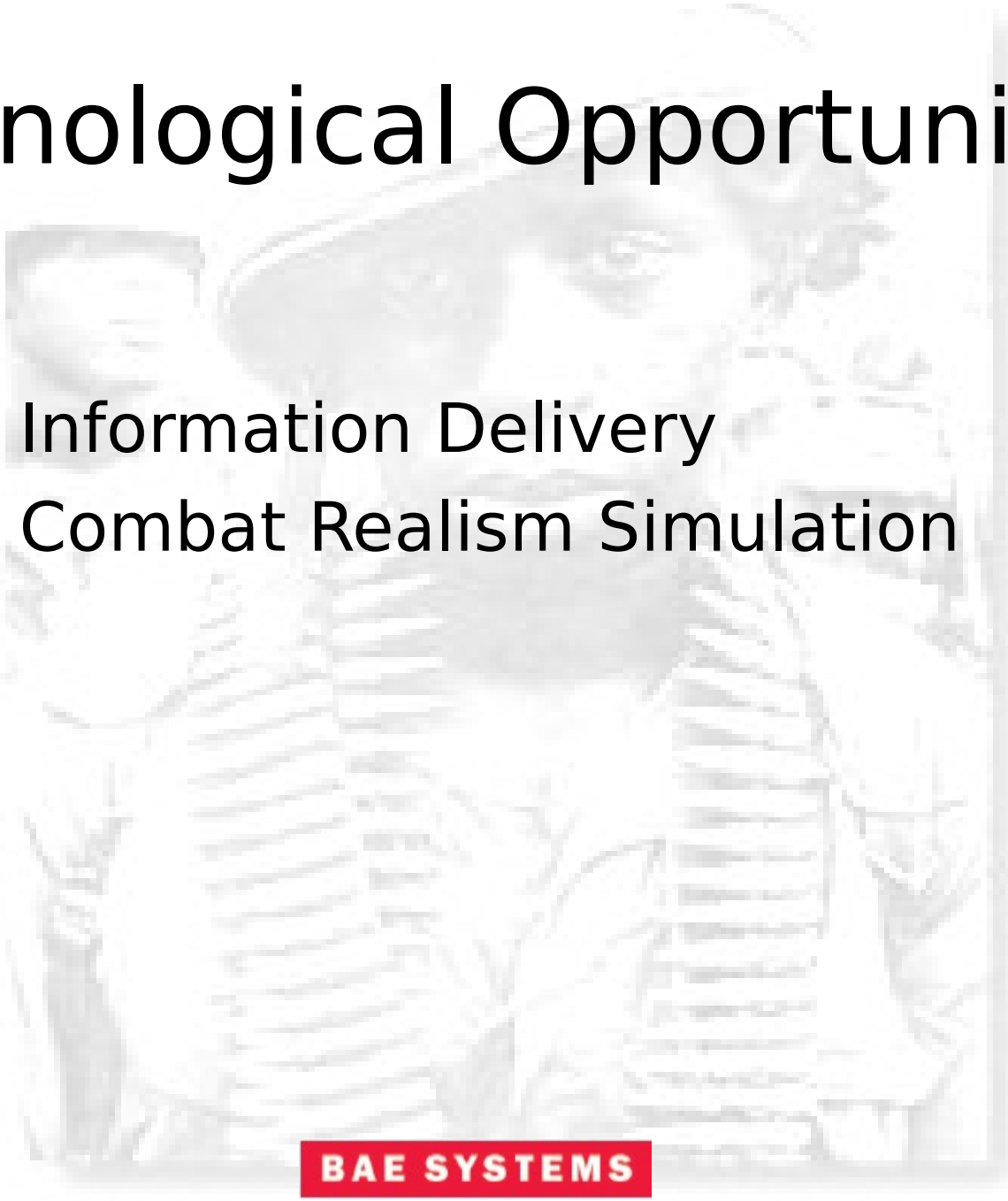
Technological Opportunities



- Information Delivery
- Combat Realism Simulation

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Policy Opportunities

- *Policy:* Short unit rotations

  Impact: Service members that stay in the service will experience the corrosive emotional and spiritual shock of combat more often

  Possible Solution – enlarge the force
- *Policy:* Women as integral members of the fighting force
  - *Impact:* future mothers may suffer combat stress that impairs nurturing/ caring instinct
  - *Possible Solution* – establish and strictly enforce gender restrictions to limit combat exposure
- *Policy:* Single parent deployments/simultaneous deployment of both parents
  - *Impact:* Children being raised by relatives
  - *Possible Solution* – establish marriage restrictions for junior enlisted ranks

“It goes with the territory”

“As I review the career I spent in the Marine Corps,...I found my strength in our history and traditions...but no matter how strong I felt I was, in due time the mind, as a result of stressful situations, will affect your way of life. It is not a weakness to have PTSD...and I am not ashamed to admit it. As the saying goes, "It goes with the territory!“

Col. Stub Chace, USMC (ret)

http://www.home.earthlink.net/~dgwar/ptsd.htm

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